Amendment to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

1. (previously presented) A gaming machine which includes a controller for controlling a game played on the gaming machine and a display for displaying images relating to the game and a game outcome;

a storage device for storing data relating to non-varying parts of an image, the non-varying parts of the image being independent of the game outcome;

an image generating means for generating simulated three-dimensional additional parts of the image, the additional parts being dependent on the game outcome; and

a compositing means for merging the non-varying parts of the image and the additional parts of the image to provide to a player a composite image relating to the game outcome.

2. (currently amended) The gaming machine of claim 1 in which the non-varying parts of the image which are the same for all possible outcomes are pre-rendered and stored in the storage device.

3. (previously presented) The gaming machine of claim 2 in which the non-varying parts of the image are generated using 3D computer rendering software.

4. (currently amended) The gaming machine of claim 3 in which, from the game outcome, the ~~relevant~~ simulated three-dimensional additional parts of the image are generated and mapped to appropriate locations in the non-varying parts of the image to be composited and displayed to the player as a composite image dependent on the game outcome.

5. (previously presented) The gaming machine of claim 2 in which the compositing means is a Z-buffer compositor.

6. (previously presented) The gaming machine of claim 5 in which the pre-rendered image is created with a Z-buffer depth value for each pixel in every scene of the image.

7. (previously presented) The gaming machine of claim 6 in which Z-buffer data are loaded into a real time 3D video card for each frame of the image, the simulated additional, three-dimensional parts of the image being generated in real time and

being composited into the image using 3D techniques and using the Z-buffer data loaded with the image.

8. (previously presented) The gaming machine of claim 7 in which the simulated additional, three-dimensional parts of the image appear in the image according to their Z positions.

9. (previously presented) The gaming machine of claim 2 in which the compositing means employs an alpha channel.

10. (previously presented) The gaming machine of claim 9 in which the image is separated into objects, including the non-varying parts of the image, which are pre-rendered and 3D objects, including at least certain portions of the simulated three-dimensional additional parts of the image, that are drawn using real time 3D.

11. (previously presented) The gaming machine of claim 10 in which, when an animation image is created, each pixel in a final output is output with additional information about alpha-channel values and a material value or object identification (ID).

12. (previously presented) The gaming machine of claim 11 in which the material value or object ID is used to identify those pixels which are part of the pre-rendered image and those which will be generated in real time by a 3D engine.

13. (currently amended) The gaming machine of claim 12 in which a post-processing stage in an output file modifies the ~~image~~ alpha channel values to mask out or include the real-time 3D parts of the image.

14. (currently amended) The gaming machine of claim 11 in which some pixels in the ~~original~~animation image have an intermediate alpha value, better to merge the separate ~~elements~~ objects of the image together.

15. (currently amended) The gaming machine of claim 10 in which, when creating the image, the simulated three-dimensional additional ~~real-time~~ parts of the image are generated using a pure white surface.

16. (currently amended) The gaming machine of claim 15 in which effects applied to ~~this~~ the pure white surface are also applied to ~~the~~ real-time generated pixels in ~~the~~ a final output.

17. (currently amended) The gaming machine of claim 16 in which some other portions of the real-time 3D objects are pre-rendered and combined with ~~the~~ at least certain further portions of the real-time 3D objects as the at least certain further portions of the real-time 3D objects are being drawn on screen.

18. (currently amended) A method of presenting a game outcome of a game played on a gaming machine to a player, the method including the steps of

controlling ~~a~~ the game played on the gaming machine and displaying an image relating to the game and ~~a~~ the game outcome on a display of the gaming machine;

storing data relating to non-varying parts of the image in a storage device, the non-varying parts of the image being independent of the game outcome;

generating simulated three-dimensional additional parts of the image, the additional parts being dependent on the game outcome; and

compositing the non-varying parts and the additional parts of the image to provide a composite image relating to the game outcome to the player.

19. (previously presented) The method of claim 18 which includes rendering the simulated three-dimensional additional parts of the image in real time and compositing the simulated three-dimensional additional parts of the image with the non-varying parts of the image in real time.

20. (currently amended) The method of claim 18 which includes, prior to displaying ~~a~~ the game outcome and its associated images to the player, determining the game outcome.

21. (currently amended) The method of claim 20 which includes, from the game outcome, generating the ~~relevant~~ simulated three-dimensional parts of the image and mapping the simulated three-dimensional parts of the image to appropriate locations in the non-varying parts of the image to be composited and displayed to the player as a composite image dependent on the game outcome.

22. (original). The method of claim 18 which includes using Z-buffer compositing.

23. (currently amended) The method of claim 22 which includes creating a pre-rendered image with a Z-buffer depth value for each pixel in ~~every scene~~ each frame of the image.

24. (currently amended) The method of claim 23 which includes loading the Z-buffer ~~data~~ depth values into a real time 3D video card for each frame of the image.

25. (currently amended) The method of claim 24 which includes compositing the simulated three-dimensional additional parts of the image into the image using 3D techniques and using the Z-buffer ~~data~~ depth values loaded with the image.

26. (original) The method of claim 18 which includes creating an alpha channel as a compositing technique.

27. (previously presented) The method of claim 26 which includes separating the image into objects, including the non-varying parts of the image, which are pre-rendered and 3D objects, including at least certain portions of the simulated three-dimensional additional parts of the image, that are drawn using real time 3D..

28. (original) The method of claim 27 which includes outputting each pixel in a final output with additional information about alpha-channel values and a material value or object identification (ID).

29. (original) The method of claim 28 which includes using the material value or object ID to identify those pixels which are part of the pre-rendered image and those which will be generated in real time by a 3D engine.

30. (currently amended) The method of claim 29 which includes using a post-processing stage in an output file to modify the ~~image~~ alpha channel values to mask out or include the real-time 3D parts of the image.

31. (previously presented) The method of claim 30 which includes pre-rendering some other portions of the real-time 3D objects and combining the other portions of the real-time 3D objects with the at least certain portions of the real-time 3D objects as the at least certain portions of the real-time 3D objects are being drawn on screen.